

TREASURE EXPANDED

Loot Enhancement For 5e

Introduction: For me, 5e wasn't enough of a loot-fest. Randomized treasure wasn't really a thing. Esoteric magical items changed how you could approach situations in campaigns, such as solving complications, but there wasn't really that much varied weapons and armors other than specific magical items. I wanted to bring back resources and materials common to fantasy settings that were mostly left out of 5e. It makes things more complicated, but also much more capable of involvement.

BY DAKOTA CASH

Note: This document contains a Magic Item Rules supplement as well. The expanded treasure in this document are meant to be woven into the existing magical structure.



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TREASURE EXPANDED

The treasure and loot is expanded to resemble a more economic and diverse world filled with crafting artisans and magically infused materials. The simplicity of 5e removed a lot of these materials, making them function as magical items only. Although they certainly took a more streamlined approach, I felt that leaving materials that are so deeply ingrained into the modern RPG ethos out of this system was a little *too* simplified. Thus, I have created a way to expand the economic and material system, working with the 5e framework, and provide varied loot for players and DM's to utilize outside of the magical item system.

First, I identified the three standard types of materials: metal, wood, and animal skin. Some items are made using combinations of these, (for example, studded leather armor) and as such create interesting amalgamations if crafted together (DM's discretion). There are also stranger materials in the universe not yet discovered...

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The Basics

When adding such complexity to your items, it is suggested that it is only done sparingly. Let the players use this or let them decide to not use it. Not everyone wants to complicate 5th Edition. However, if you do add this to the campaign, it is important to go over the basics.

Object. An object is a “thing” that uses physical matter. It can be a toy or a castle wall.

Item. An item can mean literally any object in the world, though it typically means something you can carry or that can be moved through other means. An example is a sword or a roll of paper.

Modification. Anything that modifies or adjusts an item.

Original Value or Weight. This is the unmodified value or weight of the item as listed in the *Player's Handbook* or in whatever other publication it is listed. When the term “standard value” is used in reference to value, it also means this.

Cost. Some modifications or enhancements involve a static cost. This cost is added to the running value.

Value Adjustment. This is the value of the adjustment when modifying an item. This is always added to the running value. There may be math in determining what that adjusted value is.

Running Value. After a modification, the value may change, updating the current value of the item.

Final Value. This is the final value of the item after the summation of all modifications, including the value of the original item.

Sale Value. Despite any number of modifications (except ornamental), you can only sell an item for half of its final value.

Crafted Item Modifiers

If a DM allows for player's crafting weapons and armor, using rolls and tables to determine item quality is a great way to work in mishaps, and as they get better and practice their craft also get rewarded for doing so. Certain modifiers can also be designed when the weapon is first being crafted.

These modifiers can affect any crafted weapon or armor. If DM's want, they can also offer such items in settlement shops since they were crafted, just not by the players.

Combinations. Any item can have multiple different modifications, but can only have one mod from each category below.

DESIGN QUALITY

Sometimes a crafter makes a mistake, and sometimes they do well. Whenever a character completes a crafted item, have them make a d20 check with those tools, adding the character's proficiency and whatever ability score modifier you deem appropriate to the roll result. (I usually use Intelligence.) Then, consult the table below:

Quality Control

Result	Quality
1 – 8	Poor
9 – 19	Normal
20 – 29	Superior
30+	Mastercrafted

POOR QUALITY

These versions of armor and weapons indicate that something minor went wrong during the crafting process. A minor flaw, with a minor penalty. Can be purchased and sold, but usually not from craftsman, only general merchants.

Additional Properties:

- ◆ Weapons have a -1 penalty on all attack rolls.
- ◆ Armor have a -1 penalty to AC.

Adjusted Value:

- ◆ Half the original value of the item before any other modifications are made.

SUPERIOR QUALITY

These versions of armor and weapons indicate that something minor went right during the crafting process. They are just a little sharper, or harder, and provide an equally minor benefit. Can be purchased and sold, but there is only a moderate chance a merchant or craftsman would have them.

Additional Properties:

- ◆ When you roll a critical hit with a weapon that deals bludgeoning, piercing, or slashing damage, you deal an extra 2 points of damage.
- ◆ Armor mitigates the first 2 non-magical damage of a weapon critical hit that deals bludgeoning, piercing or slashing damage to you.

Adjusted Value:

- ◆ Add (original value x 0.25), or 20 gp, whichever is more, to the current value.

WEIGHTED ADJUSTMENT

Expert weapon crafters can purposely design a weapon to have a different weight balance to better match a wielder's fighting style. For example, if they are reckless a forward-weighted weapon would suit them best, whereas a careful person would enjoy a precision-focused weapon. Only one weight adjustment can be applied to a weapon.

PERFECTLY BALANCED

Melee Weapons Only, cannot be weighted differently

A special technique designed to perfectly balance the weapon allows its wielder to better control each swing or throw.

Additional Properties:

- ◆ Weapons have a +1 bonus to damage rolls.

Adjusted Value:

- ◆ Add the original value of the weapon, or 100 gp, whichever is more, to the current value.

FORWARD-WEIGHTED

Any weapon, cannot be weighted differently

This special technique causes the weapon to favor the bold, increasing damage at the cost of accuracy.

Additional Properties:

- ◆ Weapons have a -1 penalty to attack rolls and deals 2 additional damage on hit.

Adjusted Value:

- ◆ Add (original value x 0.5), or 10 gp, whichever is more, to the current value.

PRECISION-FOCUSED

Any Weapon, cannot be weighted differently

This special technique rewards the careful application of accurate weapon usage, at the cost of raw damage.

Additional Properties:



- ❖ Weapons have a +1 bonus to attack rolls and has a -2 penalty to damage rolls.

Adjusted Value:

- ❖ Add (original value x 0.5), or 10 gp, whichever is more, to the current value.

MASTERCRAFTED

Just as the name implies, a mastercrafted item must be made from an artisan that has reached the rank of master. It is a long process, and many humans do not live long enough to achieve such prowess. And, of course, not all who attempt to become masters are capable of doing so. A character cannot become a master without a feat and many years of downtime labor. An item that is mastercrafted gains 1 mastercraft property from the applicable list below.

Cost. Crafting a mastercraft item costs 300 gp. Purchasing an item with a mastercraft modifier costs 300 gp on top of whatever it normally would be.

Materials. Only certain materials are capable of handling mastercrafting. The typical iron, pig iron, wood, and animal hides cannot be made into a mastercrafted item, nor can non-magical items made of “other” materials. Magical items of any type can contain masterwork properties but cannot be crafted with them by characters.

SIDEBAR: WHY NOT +1 (ANYMORE)?

I recently picked up a copy of [The Comprehensive Equipment Manual](#). Their argument on page 39 really changed my perception of masterwork items in 5e. In addition, my hat is off to them for their in-depth work on armaments. I do think this document and theirs can blend harmoniously. I will say that I do not personally agree with some of their masterwork features and will be changing them in my campaigns. I will not describe these features here, as to not infringe on their work. However, I have invented a few more of my own.

ARMOR PROPERTIES

The potential properties a suit of mastercrafted armor can have are listed below in alphabetical order.

Based. This armor is coated in a special bonding agent interacts with acid to turn it neutral. It reduces each application of acid damage by 2.

Grounded. This armor has copper wires that always touch the ground. It reduces each application of lightning damage by 2. In addition, it does not count as metal to provide advantage to features and spells such as *shocking grasp* that gain advantage for a target with metal armor.

Padded. This armor has extra sound dampening padding, so a wearer can stealth more effectively. You have a +1 bonus to stealth checks while wearing this armor.

The potential properties a suit of mastercrafted armor can have are listed below in alphabetical order.

Corded. A special cord made of a springy material is attached to this weapon and can be secured in your hand. If disarmed of your weapon, it cannot be moved more than 10 ft. away from you unless the cord is severed. If the weapon can be thrown, it does not travel more than 10 ft. when thrown, but it returns into your hand after having been thrown.

Viscid. A sticky substance allows an application of poison to be turned into a viscid. Poisons that are applied to this weapon remain there until they are activated. Once the weapon hits a creature and deals damage, the poison begins to degrade normally. Any poison that is used on this weapon deals 2 extra points of poison damage, even if it doesn't normally apply poison damage.

Beeswaxed. This weapon is covered in a special kind of wax that burns slowly enough so that it never runs out if used sparingly. If oil is applied to the weapon, the oil remains coated on the blade until it is lit. Once it is lit, the oil burns for twice the amount of time and deals 2 extra points of fire damage each time it hits a creature. In addition, spells that deal fire damage using the weapon, such as *searing smite* and *greenflame blade*, deal an extra 2 points of fire damage, but does not stack with burning oil.

TOOL PROPERTIES

The potential properties a suit of mastercrafted armor can have are listed below in alphabetical order.

Fine Quality. Tools with the masterwork property add +1 to any check made with them.

Special. Some tools have a special ability determined individually by a DM, such as thieves' tools that are incapable of breaking.

STYLIZED

A “stylized” item is made in a style, such as elvish, dwarvish, or celestial. This includes weapons, armors, and even items such as mirrors and lanterns. It is up to the DM to determine if such a style is available, as the individual not only has to be skilled in the relevant tool, but also have knowledge on how to craft with that style. For example, a sword crafted in the style of the elvish typically requires an elf smith.

Cost. A stylized item costs an extra 10% of the item's original value, or 1 gp, whichever is more. This is added to the running value. A player crafting such an item also uses 110% of the value of the original item when determining how long it takes to craft using downtime.

Sale Value. When a stylized item is sold, it is sold for half of the item's value when stylized.

WEAPON PROPERTIES

Metals

Metals are the most-used material in the fantasy age. Alloys are typically not useable with any of the metals here, though any weapon made with iron or steel can be silvered.

BRONZE

Bronze is a metal used in a bygone era. Iron is superior in all regards. While it is not a better weapon, its value in coinage surpasses its value as a weapon or armor, especially if it can be sold as a historic relic. Magical versions of bronze weapons and armor remove the additional properties below, but not its adjusted value.

Additional Properties:

- ◆ Weapons have a -1 penalty on damage rolls.
- ◆ If you are wearing bronze armor and take bludgeoning, piercing, or slashing damage, you take 1 additional damage.
- ◆ (A DM can rule that bronze weapons also have a +1 bonus to hit Fey creatures, since it is made of 90% copper.)

Adjusted Value:

- ◆ Add (original weight + 10) to the running value.

IRON

Iron is the metal all normal metal and weapons is made from. It is the most plentiful and most used metal in the world.

PIG IRON

Pig Iron weapons and armor are the types of heavy, unrefined, barely smelted type of metal that is frequented by Orcs, Trolls, Hobgoblins, etc. Instead of coinage, you may find these while looting their bodies. Only metal weapons and armors are capable of this (un)refinement. Cannot be bought from vendors, only sold.

Pig iron values replace the original values in the *Player's Handbook*.

Additional Properties:

- ◆ All weapons below have Heavy property added; double Heavy weapons now require 14 Strength.
- ◆ All armor below has disadvantage to stealth added; double disadvantage armor now requires 14 Strength.

Original Values:

Name	Value	Weight
<i>Simple Weapons</i>		
Dagger	8sp	2lbs
Handaxe	1gp	3lbs
Javelin	1sp	3lbs
Light Hammer	4sp	3lbs
Mace	1gp	8lbs

Sickle	2sp	4lbs
<i>Martial Weapons</i>		
Battleaxe	2gp	8lbs
Flail	2gp	4lbs
Glaive	4gp	12lbs
Greataxe	6gp	14lbs
Greatsword	10gp	12lbs
Halberd	4gp	12lbs
Longsword	3gp	6lbs
Maul	2gp	20lbs
Morningstar	3gp	8lbs
Pike	1gp	36lbs
Scimitar	5gp	6lbs
Shortsword	2gp	4lbs
Trident	1gp	8lbs
War pick	1gp	4lbs
Warhammer	3gp	4lbs
<i>Armor</i>		
Studded Leather	25gp	20lbs
Scale mail	10gp	90lbs
Breastplate	80gp	40lbs
Half plate	150gp	80lbs
Ring mail	6gp	80lbs
Chain mail	15gp	110lbs
Splint	40gp	120lbs
Plate	300gp	130lbs
Shield	2gp	10lbs

STEEL

These versions of weapons and armor require an expert or master crafter to work the newest steel alloy metallurgy refinements. They are common within civilized providences, but on the frontier, their price and rarity is often greatly inflated.

Properties:

- ◆ No additional properties, but it can be made into a mastercrafted item.

Adjusted Value:

- ◆ Add (2 x item's original weight) to the running value.

MITHRAL

This metal was made from powerful ancient magic that seeped into the ground and infused titanium, creating one of the lightest substances with the greatest tensile strengths in existence. Only metal weapons and armors are capable of this refinement. Sources of this ore are found only on the frontier, nearest to Elven lands, and mines usually only contain a hundred or so pounds. Titanium may be impossible to smelt, but mithral is capable of being melted when magically heated. Mithral is a light, flexible metal

that is easier to bend than break. For example, a mithral chain shirt or breastplate is so thin, it can be worn under normal clothes.

Additional Properties:

- ◆ Thrown weapon ranges are doubled. Light weapons become capable of being thrown at improvised range. Normal weapons gain the light property. Heavy weapons lose that property.
- ◆ If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't. If the armor does not normally impose disadvantage on Dexterity (Strength) checks, the mithral version adds a +1 to all stealth checks.

Adjusted Value:

- ◆ Add (4 x item's original weight) + 400 to the running value.
- ◆ Halve the item's original weight.

COLD-IRON

This variant of iron, mined deep underground and known for its effectiveness against demons and fey creatures, is forged at a lower temperature to preserve its delicate properties. Despite being relatively common in the deepest of dwarven mines, smiths with the magic and dexterity to work with the material are few and far between. The substance looks and feels like frozen shards of iron, yet if cooled down even further with magic, it will "melt", not too dissimilar from regular iron when heated. Should an object made of cold-iron be exposed to cold enough temperatures, it would "melt". The most important thing to realize about cold-iron is that enchantments and dweomercrafting costs significantly more than other metals. Characters attempting to craft using cold-iron must be able to cast "*frozen hands*," the cold version of *burning hands*, or *cone of cold*, daily while working with this metal.

Additional Properties:

- ◆ Whenever a weapon made of cold-iron strikes a fey or fiend, they take an additional 2 cold damage. If the fey or fiend is immune to cold damage, it deals fire damage instead.
- ◆ While you're wearing armor or a shield made of cold-iron, a fey or fiend that hits you with an attack takes 1 cold damage. If the fey or fiend is immune to cold damage, it deals fire damage instead.
- ◆ The cost of any magical enchantment or dweomercrafting is increased by 1,500 gp.

Adjusted Value:

- ◆ Add (5 x item's original weight) + 500 to the running value

ADAMANTINE

This metal was made from powerful ancient magic that seeped into the ground and infused iron, creating one of the hardest substances in existence. Only metal weapons and armors are capable of this refinement. Sources of this ore are found only on the frontier, and mines usually only contain a couple hundred pounds. This metal is heavier than iron (item weights are the same as for Pig Iron), but much denser, making objects made from it are nearly unbreakable unless the metal is supernaturally heated. You can buy from some artisans rarely, but most people don't have the money to buy it from you.

Additional Properties:

- ◆ When a weapon scores a critical hit, it deals additional weapon damage equal to half its rolled damage maximum, rounded down.
- ◆ While you're wearing armor, any critical hit against you becomes a normal hit.

Adjusted Value:

- ◆ Add (5 x item's original weight) + 500 to the running value
- ◆ Weights are the same as pig iron

METEOR METAL

Mined from rocks that fell from the heavens, this ultra-hard metal is the hardest of all metals and only melts when any spell that deals radiant damage is focused on the metal and a 6th level spell slot is expended. Items fashioned from meteor metal have a natural ability to bypass hardness when sundering weapons or attacking objects, thus ignoring all damage thresholds. This metal sometimes gives off a faint glow before being smelted, and touching it in its raw form often deals massive damage. Colloquially, known as "starmetal," meteor metal is so costly that weapons and armor are almost impossible to find in shops, and almost no one will have the money to buy it from you. The chance of even finding a smith capable of working the metal is slim.

(DM Note: The radiant damage this metal causes is radiation damage, not holy/divine light. The concept for this metal was created in a world absent Gods. If your campaign features Gods, as most campaigns do, consider changing the damage type to necrotic, half-radiant-half necrotic, make up a new damage type, or rule that the radiant damage of this weapon cannot be used to smite undead.)

Starmetal Sickness. In addition to the damage one suffers from contact with the metal, they are also exposed to cosmic radiation. This cosmic radiation affects a creature in stages:

- **Stage 1.** The creature develops a low-grade fever, nausea, and vomiting; it now has a weakness against radiant damage.
- **Stage 2.** The creature develops a severe headache, dizziness, and disorientation; it must make a Constitution DC 10 saving throw to move this, and future, turns.
- **Stage 3.** The creature develops diarrhea (unaware of it), delusions of grandeur (such as being able to take on a powerful enemy all by itself), and experiences vivid hallucinations; it has disadvantage on all ability checks, attack rolls, and saving throws.
- **Stage 4.** The creature develops weakness and fatigue; it has -4 to Strength and Constitution and suffers one level of exhaustion.
- **Stage 5.** The creature develops bloody vomit and stools, begins to lose hair, becomes prone to infections, and has poor wound healing; it has disadvantage on rolls to avoid being affected by additional poisons and diseases, and it cannot benefit from healing or temporary hit points from any non-magical source.
- **Stage 6.** The creature can barely move or speak it is in so much pain. Whenever the creature attempts anything that requires an action, bonus action, or reaction it must make a DC 10 Constitution or gain one level of exhaustion.
- **Stage 7.** The creature's organs are liquifying. It takes 1 necrotic damage every turn (6 seconds).
- **Stage 8.** The creature dies; this death is considered "old age" for the purposes of spells.

If left unchecked, starmetal sickness will progress to the next stage after 1d4 +1 tendays. Any condition, disadvantage, or weakness applied by Starmetal Sickness cannot be mitigated by any natural means (such as a racial feature or feat), unless a such a feature specifies radiation. Once the symptoms of Starmetal Sickness appear, it cannot be halted or sped up through other means. Starmetal Sickness is a permanent condition that can only be removed with a *greater restoration* or more powerful spell and these can only reduce a creature's stage by one.

Additional Properties:

- ◆ If the metal of the weapon makes contact with a creature, it must succeed on a DC 20 Constitution saving throw or take 2d6 + 3 radiation (radiant or necrotic) damage, or half as much on a successful save. If the creature fails the saving throw by 10 or more, it gains Starmetal Sickness, or advances the sickness by one stage. The first stage begins 3 turns after a creature initially gains the sickness.
- ◆ A creature carrying a weapon made of meteor metal must make a Constitution saving throw every 24 hours (DC 11) or contract "Starmetal Sickness" unless the

weapon is kept inside an extradimensional space or a scabbard lined with lead.

- ◆ Armor made from meteor metal grants its wearer a global damage reduction of 6 if heavy armor, 4 if medium armor (not hide), and 2 if studded leather. Specialized, very thick clothes must be worn below the armor, making sure that contact does not occur. This may interfere with extreme heat environments, as determined by your DM.

Adjusted Value:

- ◆ Add (100 x item's original weight) + 11,000 to the running value.

Woods

Items made from wood represent only a few weapons and shields, but their importance to certain types of characters, such as druids and rangers, cannot be understated.

WOOD

Normal woods, such as birch or oak, are of varying pliability and different woods are used in different types of weapons or shields.

YEW

These versions of weapons and armor require an expert or master crafter to work the newest yew woodworking and wood carving techniques. They are common within civilized providences, but out on the frontier, their price and rarity can be greatly inflated.

Properties:

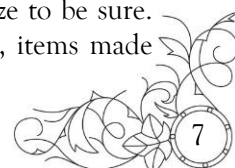
- ◆ No additional properties, but it can be made into a mastercrafted item.

Adjusted Value:

- ◆ Add (2 x item's original weight) to the running value.

VERDANT WOOD

The secret of verdant wood lies in its harvesting. Each length is taken, with leaves still attached, from a tree animated by a druid and grown in magically fertile soil (in special lands). The resulting wood remains alive as long as it is doused or submerged with water once a month. When damp and in contact with fertile soil, living verdant wood heals damage to itself at a rate of 1 hit point per hour, even repairing breaks and regrowing missing pieces. Living verdant wood objects can also be healed at a rate of 1 hit point per spell point (or 10 mana) spent on the healing spell. Verdant wood items have resistance to fire damage that cannot be mitigated in any way. Sailing ships or siege weapons made from verdant wood are a prize to be sure. One of the most common special materials, items made



from verdant wood can usually be found in almost any specialty shop. So, although common, the demand goes beyond adventuring and thus the price remains high. Any artisan proficient in working with wood can handle verdant wood in the same manner.

Additional Properties:

- ◆ You can use your spellcasting ability modifier for attack rolls with these weapons or shields.
- ◆ If using a verdant wood shield, you ignore the first point of fire damage whenever you are hit with fire damage.
- ◆ If you can tap into nature's weave (Druids, Rangers, Ancient Oath Paladins, Nature Clerics, etc.), you gain the *thorn whip* cantrip for one of your classes. The item is the source of the vine.

Adjusted Value:

- ◆ Add (4 x item's weight) + 700 to the running total.

EBONWOOD

This rare magic wood is much harder than normal wood, but not any heavier. This wood comes from dark, dangerous magical forests within out on the frontier that regrow to their boundaries within days. The wood appears dead and withered, accounting for its similar weight, but instead is colored as ebony green, instead of normal deadwood pale. Working this wood requires special tools tipped with diamond dust or adamantine in order to cut through it. You may be able to find ebonwood items in specialty stores, but usually only in areas with a deadwood forest containing ebonwood trees.

Additional Properties:

- ◆ When you and your target are in darkness, and they cannot see you, you have a +1 bonus to attack rolls when making a melee or ranged attack with weapons or ammunition made with this wood.
- ◆ When you are in darkness, an enemy attacks you, and that enemy cannot see you, you have a +1 bonus to AC when using a shield made only from ebonwood against that enemy.

Adjusted Value:

- ◆ Add (5 x item's weight) + 600 to the running value.

SYLVARII WOOD

Perhaps the most controversial of all special materials, this wood is harvested from a dead Elder Treant, which often guard old forests. Although many Wood Elves are gifted the corpses of Elder Treants that naturally die, many shady adventurers have hunted, and continue to hunt, the Elder Treants for sport and their wood. Few artisans or merchants running honest businesses would trade in

sylvarii wood items unless they know its exact source or trust the seller entirely. Most civilized territories outlaw the use of sylvarii wood that is not directly sourced from the Wood Elves, complete with provenance. Due to the muscle-like fibrous structure of the treants, the weapons and shields made from this wood are unusually heavy and thick.

Additional Properties:

- ◆ Melee weapons and ammunition made entirely or almost entirely from this wood deal 1d12 extra bludgeoning damage if the original weapon dealt bludgeoning, 1d8 extra bludgeoning damage if the original weapon dealt slashing, and 1d4 extra bludgeoning damage if the original weapon dealt piercing.
- ◆ Shields made only from sylvarii wood deal an extra 1d12 bludgeoning damage on a shield bash.
- ◆ If the wood of the weapon or ammunition makes contact with a creature, it must succeed on a DC 15 Wisdom saving throw. Fey creatures automatically succeed on the saving throw, as do any creatures, like Elves, that have the Fey Ancestry trait. If the creature fails the saving throw, they become incapacitated until the start of their next turn due to Fey memory magic. If a creature fails three of these saving throws, they also become stunned for 3 of their turns, but cannot be stunned in this manner more than once per long rest. A creature that is incapacitated or stunned due to this effect has only a very hazy memory of events that took place while under this condition. Any spell that can end a curse can end either condition and restore the creature's hazy memories to regular clarity.

Adjusted Values:

- ◆ Add (50 x item's *new* weight) + 11,000 to the running value.

Sylvarii Wood Weights

Name	Weight
<i>Simple Melee Weapons</i>	
Club	4 lbs
Dagger*	2 lbs
Greatclub	18 lbs
Handaxe*	4 lbs
Javelin	4 lbs
Quarterstaff	8 lbs
Sickle*	4 lbs
Spear	6 lbs
<i>Martial Melee Weapons</i>	
Lance	12 lbs
Maul	20 lbs
Morningstar*	8 lbs
Pike*	35 lbs

War pick	4 lbs
<i>Simple Ranged Weapons</i>	
Crossbow, light	10 lbs
Dart	½ lb
Shortbow	4 lbs
<i>Martial Ranged Weapons</i>	
Blowgun	2 lbs
Crossbow, hand	6 lbs
Crossbow, heavy	36 lbs
Longbow	4 lbs
<i>Ammunition</i>	
Arrows (20)	2 lbs
Blowgun needles (50)	2 lbs.
Crossbow bolts (20)	2 lbs
<i>Armor</i>	
Shield	12 lbs.

*These weapons have special cores of sylvarii wood to allow for the wood to make contact. Metal is only used in an exoskeleton fashion in order to sharpen the tips and edges to deliver the core directly into a target's body.

Animal Skins

The cheapest and most common armors are made from the skins of animals. Unfortunately, that means the better materials come from more morally questionable game.

LEATHER/HIDE

Animals that are skinned have their hides cured and tanned in order to craft light and basic medium armors. These are the most common type of armor in the world.

EXOTIC LEATHER

These versions of weapons and armor require an expert or master crafter to work the newest tanning techniques using higher quality and exotic animal skins. They are common within civilized providences, but out on the frontier, their price and rarity can be greatly inflated.

Properties:

- ◆ No additional properties, but it can be made into a mastercrafted item.

Adjusted Value:

- ◆ Add (2 x item's original weight) to the running value.

LYCANHIDE

This is one of the few semi-magical armor types that existed long before the other materials were discovered. By adeptly skinning a creature cursed with lycanthropy, the skin can be preserved with minor shapechanging effects. A leatherworker can then carefully tan the skin with

alchemical solvent, coaxing out the hybridized animal skin and hair. Tanned lycanhide leather can be made into leather, hide, or studded leather armor.

Additional Properties:

- ◆ While wearing lycanhide armor, it naturally interferes with any spell, ability, or attunement that involves determining your alignment, pushing it slightly towards chaotic.
- ◆ Once per long rest, as a bonus action you can focus and activate a minor shapechanging aura that affects only you, granting the following benefits based on the type of lycanthrope the hide originated. (For lycanthropes not listed, pick the one that best fits.) This aura lasts for 1 minute. The armor has 3 charges; it gains back 1d4 charges each night as long as it is exposed to moonlight, but can never hold more than 5 charges.
 - **Werebear.** You grow claws as a natural magical weapon which deal 1d4 slashing damage; it uses Strength for the attack bonus and damage modifiers. In addition, the armor triggers in response to being struck. Whenever you are hit with a melee attack, you can use your reaction to make one attack with your claws.
 - **Wereboar.** You grow tusks as a natural magical weapon which deal 1d4 bludgeoning or piercing (your choice) damage; it uses Strength for the attack bonus and damage modifiers. In addition, the armor triggers in response to being struck. Whenever you are hit with a melee attack, you can use your reaction to make one attack with your tusks.
 - **Wererat.** You grow fangs as a natural magical weapon which deal 1d4 piercing damage; it uses Dexterity for the attack bonus and damage modifiers. In addition, the armor triggers in response to being struck. Whenever you are hit with a melee attack, you can use your reaction to make one attack with your fangs.
 - **Weretiger.** You grow claws as a natural magical weapon which deal 1d4 slashing damage; it uses Dexterity for the attack bonus and damage modifiers. In addition, the armor triggers in response to being struck. Whenever you are hit with a melee attack, you can use your reaction to make one attack with your claws.
 - **Werewolf.** You grow claws and fangs as natural magical weapons which deal 1d4 slashing or piercing damage; they use either Strength or Dexterity (your choice) for the attack bonus and damage modifiers. In addition, the armor triggers in response to being struck. Whenever you are hit with a melee attack, you can use your reaction to make one attack with your claws or fangs.

- ◆ This minor shapechanging aura lets you convince a beast that you mean it no harm (the beast is the same as the type of were-animal). Once per activation, you can choose a beast (of the were-animal type of the armor) that you can see within range. It must see and hear you. If the beast's Intelligence is 4 or higher, the spell fails. Otherwise, the beast must succeed on a Wisdom saving throw or be charmed by you for the spell's duration. If you or one of your companions harms the target, the spells ends. You gain the ability to communicate with beast for the duration using emotions and visual impressions. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you visuals about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. The animal will not put itself in harm's way for you.
- ◆ While the minor aura is activated, your hair grows at a significant rate (a tenday's worth per activation).

Adjusted Value:

- ◆ Add (5 x item's original weight) + 500 to the running value.

DRAGONHIDE

Blacksmiths that receive special training can work with the hides and scales of dragons to produce armor or shields of exceptional quality. One dragon produces scales *and* hide based on its size (see the chart below).

Dragon's Size	Hide (by sq. yards)	Scales (by pounds)
Medium	5	5
Large	12	12
Huge	30	30
Gargantuan	74	74

Each type of armor in the chart below requires a particular amount of materials. For small armor, reduce resources required, final value, and weight by 20% (all rounded down). For large armor, increase resources required, final value, and weight by 20% (all rounded up).

Name	Medium Armor	Weight	Bonuses
Leather (Hide)	10 hide	6 lbs.	-
Studded Leather	15 hide + 5 scales	14 lbs.	Resist energy immunity's type
Hide (Hide)	12 hide	7 lbs.	-
Scale mail (Scale)	20 scales	20 lbs.	Resist energy immunity's type
Breastplate	20 hide + 25 scales	37 lbs.	Resist energy immunity's type
Half plate	30 hide + 30 scales	48 lbs.	Resist energy immunity's type
Splint	18 hide + 18 scales	30 lbs.	Resist energy immunity's type

Plate	40 hide + 50 scales	74 lbs.	Resist energy immunity's type
Shield (Hide)	10 hide (and wood)	7 lbs.	-
Shield (Scale); Str 13	10 scales (and wood)	12 lbs.	Resist energy immunity's type

If the dragonhide comes from a dragon that had immunity to an energy type, the armor itself is also immune to that energy type, as long as all the hide and scales come from the same energy type (red+brass is acceptable). The hand stitching required by the blacksmith, often needing sub-contracting, means that the armor typically takes as much as double the amount of time to make than ordinary armor. Because dragonhide armor isn't made of metal, druids can wear it without penalty.

Additional Properties:

- ◆ You have resistance to one damage type that is determined by the kind of dragon that provided the scales (see the table).
- ◆ You have advantage on saving throws against the Frightful Presence and breath weapons of dragons, dragonkin, and draconic sorcerers.
- ◆ You have additional effects to resist all hostile abilities triggered by draconic power (too many to list), as determined by your DM.
- ◆ When a dragon is flying within 1 mile, your armor's scales (not the hide) begin to emit a low-volume hum.
- ◆ The time required to craft a suit of dragonhide armor or shield is increased by 50% and requires a tailor to complete. This does not increase the cost.

Adjusted Value:

- ◆ Add (8 x item's *new* weight) + 750 to the running value.

SERAPH SKIN

The preserved skin of an angel (or seraph) retains a portion of celestial grace and can be crafted into leather, hide, or studded leather armor. Thin and wispy, this armor is no thicker or heavier than silk. It is rare, so not many artisans or merchants will have seraph armor to sell, much less be able to craft with seraph skin.

Additional Properties:

- ◆ While wearing seraph skin armor, it naturally interferes with any spell, ability, or attunement that involves determining your alignment, pushing it slightly towards good.
- ◆ Characters can wear leather and hide, but not studded, armor made of seraph skin even if they do not have proficiency in light or medium armor.

- While wearing armor made from seraph skin, you can activate it to cause an effect similar to the *Bless* spell once per long rest (no action required).
- While wearing armor made from seraph skin, you are considered to be under the effects of a *Protection from Evil and Good* spell, but only against fiends.

Adjusted Values:

- Add $(100 \times \text{item's original weight}) + 11,000$ to the running value.

Name	Weight
Armor	
Leather	2 lbs.
Studded Leather	5 lbs.
Hide	3 lbs.

Other Materials

Not every item is made from common materials, or even from materials that are functional. Some such materials are below.

COPPER

The first metal weapons were made with bronze, a 90% copper, 10% tin metal alloy. The first territorial wars were usually fought over tin deposits. Many were forced to use pure copper weapons, brittle through they may be. Something strange happened when pure copper weapons were used against beings of pure sylvan descent, such as dryads. Copper is also used in jewelry and as a magical conductive material. It is used exclusively in the Dweomercraft of +1 magical items (see magical items info below). Smiths no longer craft using bronze, but all can craft using copper, should you provide the expensive refined pure copper. Any weapon made from just metal, spear/javelin tips, and missile heads can be crafted as a pure copper weapon, but armor would be too brittle, unless it is a magical item.

Additional Properties:

- The weapon has +1 to hit creatures of sylvan descent (such as fey sprites, dryads, nymphs, etc.). Furthermore, any hit against a creature of sylvan descent interferes with their spellcasting and abilities; until the start of your next turn, they are incapable of using such abilities.
- A successful melee or thrown hit against a corporeal creature triggers the weapon's brittle property; roll a d20, on a 1-2 the metal portion of the weapon breaks and is unusable. A successful missile hit automatically breaks the head of the missile.

Adjusted Value (pure copper):

- Add $(0.5 \times \text{item's original weight}) + 50$ to the running value.

SILVER

There is a long history of using silver weapons against monsters, especially against lycanthropes and vampires. Some monsters, such as these, that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver.

Silvering Weapons. You can silver a single weapon for 25 gp per its weight in pounds, to a max of 150 gp. You can also silver 20 missile heads for 25gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

Silver is also used in jewelry and as a magical conductive material. It is used exclusively in the Dweomercraft of +2 magical items (see magical items info below). All smiths can craft using silver, should you provide the expensive refined pure silver. Any weapon made from just metal, spear/javelin tips, and missile heads can be crafted as a pure silver weapon, but armor would be too cumbersome.

Adjusted Value (pure silver):

- Add $(5 \times \text{item's original weight}) + 150$ to the running value.

GOLD

Typically, pure gold weapons and armor are only used for ceremonial purposes or for display, as metal equipment made from gold is brittle, heavy, and expensive. Gold items weigh 50% more than typical weapons or armor of their type. Gold is also used in jewelry and as a magical conductive material. It is used exclusively in the Dweomercraft of +3 magical items (see magical items info below). All smiths can craft using gold, should you provide the expensive refined pure gold, and trust them enough not to skip town with it. Gold is often too soft to hold a decent edge, but light melee weapons that deal piercing or slashing damage can be constructed of gold. Gold can also be fashioned into a breastplate or half plate medium metal armor. The softness and the weight of the metal decrease the armor/shield's effectiveness. If the gold is used in the crafting of a magical item, either a part or completely made of gold, these penalties/decreases as well as the additional brittle properties do not apply.

Additional Properties:

- Weapons have a -2 penalty on damage rolls (minimum 1 damage).
- Armor and shields have a -2 penalty to their AC.
- A successful melee or thrown hit against a corporeal creature triggers the weapon's brittle property; roll a

d20, on a 1-2 the metal portion of the weapon breaks and is unusable. A successful missile hit automatically breaks the head of the missile.

Adjusted Value (pure gold):

- ◆ Add (50 x item's original weight) + 1150 to the running value.
- ◆ The weight of the item is 150% of its original weight.

OBSIDIAN

Obsidian is one of the most interesting substances in the world, despite being entirely mundane. Made from rock that has been superheated, blasted into the air, and quick-cooled by water, it is comprised of all the elemental ingredients. Besides this black volcanic glass being extremely sharp, it can be shaped into a variety of weapons that have a peculiar benefit. The problem with these weapons is that they are just as fragile as glass, and can easily be broken if not carefully protected in a bag. Obsidian can be used to craft light one-handed weapons that deal piercing or slashing damage, as well as spear/javelin tips and missile heads. The fragile glass nature of obsidian is perfect for creating sharp points and blades, but those same qualities make it unsuitable for creating armor. If obsidian is formed into shards and coated on metal armor that has been Dweomercrafted, it becomes as hard as the metal it is set in, and gives it additional benefits. Although obsidian is rather common, it is not always the easiest to obtain. Elemental beings often conspire to keep obsidian out of the hands of others. Some crafters specialize in the trade of this material, but most merchants don't have the contacts to acquire it.

Additional Properties:

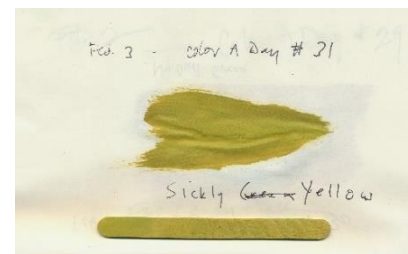
- ◆ If a pure obsidian weapon (or missile head) strikes a being of elemental power, it does maximum of the weapon die's rolled damage and counts as magical for the purposes of overcoming resistances to attacks and damage. Any additional dice rolled as part of the attack are not affected by this feature, only the weapon's basic damage dice.
- ◆ A successful attack against a creature other than an elemental triggers the weapon's fragile property; roll a d20, on a 1-5 the obsidian portion of the weapon breaks and is unusable.
- ◆ Magical armor formed with obsidian gains resistance to the damage caused by pure elemental magics, such as those created by elemental being's abilities and features (but not magic spells themselves).

Adjusted Values (non-magical obsidian):

- ◆ Add (10 x item's original weight) + 1,250 to the running value.
- ◆ Weapons are 75% the weight of their iron counterparts.

VIRIDIUM

This yellow-green volcanic glass is similar to obsidian but is formed when molten rock is tainted with anomalous trace minerals from deep beneath the earth whose emanations are toxic to living things. It can be



fragmented to razor sharpness, but even a tiny amount of viridium contacting the bloodstream can pass on a debilitating sickness to organic beings, so most crafters refuse to work with the material. Just like obsidian, viridium weapons are just as fragile as glass, and can easily be broken if not carefully protected in a bag. Viridium can be used to craft light one-handed weapons that deal piercing or slashing damage, as well as spear/javelin tips and missile heads. The fragile glass nature of viridium is perfect for creating sharp points and blades, but those same qualities make it unsuitable for creating armor. Even with magical fortification, the harmful nature of contact with viridium makes armor untenable. Very few crafters will work with this material, fewer still will risk selling it. Overall, the magical trace minerals that taint obsidian make it much less fragile, but still nowhere as strong as iron.

Viridium Poisoning. A creature with Viridium Poisoning has a disease that resembles leprosy and has the poisoned condition. If the creature fails the initial or a subsequent saving throw by 5 or more, it also has its Constitution ability score reduced by 1, to a minimum of 10. If a creature fails three of these saving throws to reduce its Constitution, it takes 1d6 poison damage every hour and reduces its Constitution ability score and Dexterity ability score by 1 every 24 hours. If the Constitution ability score decrease of the Viridium Poisoning reduces a creature to 0, it dies. Viridium Poisoning can be cured with and magic that cures diseases, but it requires a separate spell casting for each point of Constitution reduction the creature has. Two castings of the *greater restoration* spell can remove the poisoning entirely.

Additional Properties:

- ◆ Any successful hit on an organic creature with a viridium weapon deals 1d6 poison damage and forces it to make a DC 12 Constitution saving throw. A failed save causes the target to contract "Viridium Poisoning" that cannot be cured except through magic that cures diseases.
- ◆ On a successful critical hit, a tiny fragment of viridium breaks off within the creature, affecting it at the start of the creature's turns as though it was struck by the

weapon. Magic that removes diseases will only suppress the effects of Viridium Poisoning for 10 turns, after which, the effects return. If the fragment is removed, the magic will work like normal.

- ◆ Oozes are immune to the effects of viridium, and plants are immune to becoming affected except through a critical hit.
- ◆ A critical attack against a creature triggers the weapon's fragile property; roll a d20, on a 1-7 the viridium portion of the weapon breaks and is unusable.

Adjusted Values:

- ◆ Add (30 x item's original weight) + 4,250 gp to the running value.
- ◆ Weapons are 75% the weight of their iron counterparts.

After-Market Enhancements

There are many enhancements that you can do to armor and weapons after you have purchased it.

SPIKED ARMOR

Spiked armor is a rare type of medium armor made by dwarves. It consists of a leather coat and leggings covered with spikes that are usually made of metal. To use the added benefits of spiked armor, *you must have or gain proficiency in it*. Armor spikes count as a separate melee weapon for the purposes of training or the weapon master feat.

As attaching armor spikes are done as an aftermarket enhancement, they count as their own weapon when determining traits and price for various material and magical upgrades. A good artisan can attach armor spikes to any armor, even magical ones, without making it less effective – a tip is typically required in such cases. Attaching armor spikes to another suit of armor costs the same as if buying the full armor.

Cost: 75 gp

AC: 14 + Dexterity modifier (max 2)

Stealth: Disadvantage

Weight: 45 lb.

You can make an attack with spiked armor that deals 1d4 piercing damage on a hit. You use your Strength modifier for the attack and damage rolls.

Additionally, when you use the Attack action to grapple a creature, the target takes 3 piercing damage if your grapple check succeeds. If you attack with armor spikes against a creature you are grappling and hit, you also deal an additional 3 piercing damage.

OFFENSIVE SHIELDS

Offensive Shield Fighting involves attaching spikes or a mini-ram to the front of your shield, adding blades to the side of the shield, or using a razor edge. To use offensive shield fighting, *you must have or gain proficiency in it*. Each attachment below counts as a separate melee weapon for the purposes of training or the weapon master feat.

When an Offensive Shield is equipped:

- You cannot wield any weapon while using an Offensive Shield. You can throw weapons if you are not within 5 feet of an enemy, but you cannot equip a thrown weapon while using an offensive shield.
- The Offensive Shield counts as a shield for all other features and restrictions of shields, and with the proper enhancements any shield can be made Offensive.
- You are able to wield an Offensive Shield as though it were an actual melee weapon, and it satisfies all requirements for spells and abilities that use melee weapons.

Attaching shield weapons are aftermarket enhancements, meaning that they count as their own weapons when determining traits and price for various material and magical upgrades. A good artisan can attach shield weapons to any shields, even magical ones, without making it less effective – a tip is typically required in such cases. A shield can have two enhancements, one on the front and one on the side.

Shield Spikes. Front. 50 gp. 7 lbs. You can shield bash with your spiked shield by making a melee Strength attack; if it hits, it does 1d4 bludgeoning damage and 1d4 piercing damage.

Mini-ram. Front. 25 gp. 5 lbs. You can shield bash by making a melee Strength attack; if it hits, it does 1d4 bludgeoning damage and the target must make a Strength saving throw against a DC = 8 + your proficiency bonus + your Strength modifier. If the target fails, it is knocked prone.

Razor Edge. Side. 75 gp. 3 lbs. You can swipe with your shield's edge by making a melee Finesse attack; if it hits, it does 1d8 slashing damage.

Shield Blades. Side. 25 gp. 7 lbs. You can attack with your shield's blades by making a melee Strength attack; if it hits, it does 1d4 slashing damage and 1d4 bludgeoning damage.

ORNAMENTATION

Any object can be made with added traces of precious metals, gemstones, or intricate inlays and engraving. This includes weapons, armors, and even items such as mirrors and lanterns. It takes a skilled artisan to create such ornamentation without making the object less effective. Depending on the object or material, the crafter must be

proficient with all of the relevant tools, or two artisans need to collaborate. For example, adding jewels to a sword requires someone proficient with jeweler's kit and smith's tools.

While this is technically an after-market enhancement, it can be ordered from a crafter before the crafting of an item. The DM will determine the price for ornamentation that is not as simple as an added gemstone on the pommel. A smith or jeweler requires payment equal to 10% of the value of the original weapon or armor when adding ornamentation, or 10 gp, whichever is more. A player crafting such an item also uses 10% of the value of the original item when determining how long it takes to add ornamentation while crafting using downtime.

Selling Value. When an ornamental item is sold used, it retains the full value of the ornamentation, including labor, regardless of the condition of the item that is ornamented. The original item is still typically sold for half of its value.

Stylized vs. Ornamented. While similar, stylized items are separate from ornamentation. An item can be stylized only while being crafted, while an ornamented item is an after-market enhancement. A stylized item can then also be ornamented.

Putting it All Together

From start to finish, here is an example of how to determine the value of an item in this document:

The player-character Bruenor from the *Player's Handbook* has been adventuring for some time and has a significant amount of gold. He goes to Neverwinter, the City of Skilled Hands, and commissions (or crafts) a special battleaxe made out of adamantium.

He first decides that he wants the weapon to be forward-weighted, as Bruenor is not one to play it safe. He adds 10 gp to the running value of the battleaxe.

He then wishes to make it into a mastercrafted weapon, spending extra time and money to make it "Deadly". He adds 300 gp to the running value.

Naturally, he wants to stylize the battleaxe in the dwarven style. While relatively simple, it still costs him 1 gp for the extra time and materials, to which he adds to the running value.

The cost of the adamantium is not cheap, adding 520 gp to the running total.

Bruenor decides that he wants to show the world that he has fulfilled his destiny by adding rubies and silver ornamentation to the battleaxe once it has been finished, worth 40 gp in all.

The final value of the battleaxe is:

- 10 gp (original value)
- + 10 gp (weight)
- + 300 gp (mastercraft)
- + 1 gp (style)

+ 520 gp (adamantine)
+ 40 gp (ornamentation)
= 881 gp (final value)

Should Bruenor decide to craft it himself, it would take about 84 days, which does not take into account the ornamentation value. If he had to commission the battleaxe, it would take the same amount of time.

If he finds a shiny magical battleaxe a year later and decides to sell this adamantine battleaxe, he would make 460 gp, 5 sp off of the sale, which is equal to half of the value without ornamentation, plus the value of the ornamentation.

Objects

When characters need to saw through ropes, shatter a window, or smash a vampire's coffin, the only hard and fast rule is this: given enough time and the right tools, characters can destroy any destructible object. Use common sense when determining a character's succeed at damaging an object. Can a fighter cut through a section of a stone wall with a sword? No, the sword is likely to break before the wall does.

For the purpose of these rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone, not a building or a vehicle that is composed of many other objects.

STATISTICS FOR OBJECTS

When time is a factor in destroying an object, such as if you use sundering rules in battle or you use rulesets that allow you to cast magic directly on equipment/objects, or if you want to see if breaking a particular object is even possible for the current party's abilities, you can assign an Armor Class and hit points to a destructible object. You can also give it immunities, resistances, and vulnerabilities to specific types of damage.

Armor Class. An object's Armor Class is a measure of how difficult it is to deal damage to the object when striking it (because the object has no chance of dodging out of the way). The Object Armor Class table provides suggested AC values for various substances. Remember, that if an item is worn or carried, you use the holder's AC, not the object's.

Object Armor Class

Substance	AC	Substance	AC
Silk, Seraph skin	10	Dragonhide	18
Cloth, paper, rope	11	Iron, precious metals	19
Leather	12	Steel, Pig Iron	20
Crystal, glass, ice	13	Mithral	21
Exotic leather,	14	Ebonwood	22
Lycanhide			

Wood, bone	15	Adamantine	23
Yew, Verdant wood	16	Meteor Metal	25
Stone, Sylvarrii wood	17		

Hit Points. An object's hit points measure how much damage it can take before losing structural integrity. Resilient objects have more hit points than fragile ones. Large objects also tend to have more hit points than small ones, unless breaking a small part of the object is just as effective as breaking the whole thing. The Object Hit Points table provides suggested hit points for fragile and resilient objects that are Large or smaller.

Object Hit Points

Size	Fragile	Resilient
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, 10-ft.-by-10-ft. window)	5 (1d10)	27 (5d10)

Hardness. When an object is bolstered by additional support, such as a barred door, battle fortifications, or a stone wall, its creator took into account an object's increased tension or compression integrity. In the case of a character attacking a door, they are still attacking wood so the AC remains unchanged (it is no more difficult to hit it after all), but the wood is extra reinforced or thicker. So, the door gains a Hardness due to increased thickness, represented as a Damage Reduction. Use your best judgement when applying Hardness, a foot of increased wood would be not as hard as a foot of increased adamantite, thus a wood door bared by a wooden slat would be easier to break down than a door barred with an adamantite slat. A rough starting point for a rule would be a foot of a substance has a hardness equal to half its AC, rounded down.

Weapons and Armor as Objects. Sundering is a complicated mechanic, but involves making an attack against a weapon or the armor a character is wearing. Like all objects, they have an AC (based on the type of substance it is made of; see above) and hit points. However, since they are specially crafted to withstand battle damage, while being worn or wielded, they have a Hardness equal to a foot of the substance the weapon or armor is made of. Weapons and shields have 10 hit points, and armor has 15 hit points.

Huge and Gargantuan Objects. Normal weapons are of little use against many Huge and Gargantuan objects, such as a colossal statue, towering column of stone, or massive boulder. That said, one torch can burn a Huge tapestry, and an *earthquake* spell can reduce a colossus to rubble. You can track a Huge or Gargantuan object's hit points if you like, or you can simply decide how long the object can

withstand whatever weapon or force is acting against it. If you track hit points for the object, divide it into Large or smaller sections, and track each section's hit points separately. Destroying one of those sections could ruin the entire object. For example, a Gargantuan statue of a human might topple over when one of its Large legs is reduced to 0 hit points.

Objects and Damage Types. Objects are immune to poison and psychic damage. Similarly, most objects are vulnerable to thunder damage, and acid damage is always equally effective against all substances. You might decide that some damage types are more effective against a particular object or substance than others. For example, bludgeoning damage works well for smashing things but not for cutting through rope or leather. Paper or cloth objects might be vulnerable to fire and lightning damage. A pick can chip away stone but can't effectively cut down a tree. As always, use your best judgment.

Damage Threshold. Big objects such as castle walls often have extra resilience represented by a damage threshold. An object with a damage threshold has immunity to all damage unless it takes an amount of damage from a single attack or effect equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the object's damage threshold is considered superficial and doesn't reduce the object's hit points.

MAGICAL ITEM RULES

SUPPLEMENT

The DMG was an excellent source of magical item rules. However, I felt some things were left out, such as individual item prices, rules for shapeshifting, rules regarding buying and selling magical items, spellcasting services, etc. They left it all up to each DM to adjudicate. This has benefits of not constraining DMs, but it all means that many DMs have to adjudicate such things on the fly. When I started DM'ing 5e, one of my most disliked things I had to do was make up rules for stuff right at the table. More often than not, it would spark the rule lawyer in everyone at the table. Everyone would want to throw in their views, and Gods forbid if Sage Advice already ruled on such matters.

This supplement was born out of the frustrated feelings I had. I wanted rules that I could hand to my players and be like "here, read". More importantly, for practicality's sake, many players never even purchased the *Dungeon Master's Guide* so they basically only were working with half of the information. As you read through this, it is best that you imagine this was the information you were given the first time. Although it uses a lot of information in the DMG, it is carefully edited, line by line to add detail and additional rule variations. As always, feel free to take what you like and discard what you don't.

Magical Items

MAGIC ITEM CATEGORIES

Each magic item belongs to a category: armor, potions, rings, rods, scrolls, staves, wands, weapons, or wondrous items.

Armor

Unless an armor's description says otherwise, armor must be worn for its magic to function. Some suits of magic armor specify the type of armor they are, such as chain mail or plate, yet others are of a totally different design, such as a chain shirt.

Potions

Different kinds of magical liquids are grouped in the category of potions: brews made from herbs mixed with enchanted solvent, water from magical fountains or sacred springs, and oils that are applied to a creature or object. Most potions consist of one ounce of liquid. Potions are consumable magic items. Drinking a potion or administering a potion to another character requires an

action. Applying an oil might take longer, as specified in its description. Once used, a potion takes effect immediately, and it is used up.

Rings

Magic rings offer an amazing array of powers to those lucky enough to find them. Unless a ring's description says otherwise, a ring must be worn on a finger, or a similar digit, for the ring's magic to function. The number of rings a character can wear is up to the DM's discretion, but a standard mechanic is one ring per hand.

Rods

A scepter or just a heavy cylinder, a magic rod is typically made of metal, wood, or bone. It's about 2 or 3 feet long, 1-inch-thick, and 2 to 5 pounds.

Scrolls

Most scrolls are spells stored in written form, while a few bear unique incantations that produce potent wards. Whatever its contents, a scroll is a roll of paper, sometimes attached to wooden rods, and typically kept safe in a tube of ivory, jade, leather, metal, or wood. A scroll is a consumable magic item. Whatever the nature of the magic contained in a scroll, unleashing that magic requires using an action to read the scroll. When its magic has been invoked, the scroll can't be used again. Its words fade, or it crumbles into dust. Any creature that can understand a written language can read the arcane script on a scroll and attempt to activate it, however this is not always the wisest decision.

Spells are universal things, most not tied to a particular class. If the scroll that is being read is part of one of your class's spell lists, the scroll casts as normal, as if it was prepared all along. In high magic worlds scrolls are probably the most common of magical items, even capable of being crafted given the relevant feat (see *Scribe* in my Feats for 5e document). For the adjusted rules and values of scrolls, see below for the item description.

Staves

A magic staff is about 5 or 6 feet long. Staves vary widely in appearance: some are of nearly equal diameter throughout and smooth, others are gnarled and twisted, some are made of wood, and others are composed of polished metal or crystal. Depending on the material, a staff weighs between 2 and 7 pounds. Unless a staff's description says otherwise, a staff can be used as a quarterstaff.

Wands

A magic wand is about 15 inches long and crafted of metal, bone, or wood. It is tipped with metal, crystal, stone, or some other material. It must be held in hand to function properly, but either hand will do.

Weapons

Whether crafted for some fell purpose or forged to serve the highest ideals of chivalry, magic weapons are coveted by many adventurers.

Wondrous Items

Wondrous items include worn items such as boots, belts, capes, gloves, and various pieces of jewelry and decoration, such as amulets, brooches, and circlets. Bags, carpets, crystal balls, figurines, horns, musical instruments, and other objects also fall into this catchall category.

WEARING AND WIELDING MAGIC ITEMS

Using a magic item's properties might mean wearing or wielding it. A magic item meant to be worn must be donned in the intended fashion: boots go on the feet, gloves on the hands, hats and helmets on the head, and rings on the finger. Magic armor must be donned, a shield strapped to the arm, a cloak fastened about the shoulders. A weapon must be held in hand. In most cases, a magic item that's meant to be worn can fit a creature regardless of size or build. Many magic garments are made to be easily adjustable, or they magically adjust themselves to the wearer once attuned.

Multiple Items of the Same Kind

Use common sense to determine whether more than one of a given kind of magic item can be worn. A character can't normally wear more than one pair of footwear, one pair of gloves or gauntlets, one pair of bracers, one suit of armor, one item of head wear, and one cloak. There can be exceptions; a character might be able to wear a hood under a helmet, for example.

Paired Items

Items that come in pairs – such as boots, bracers, gauntlets, and gloves – impart their benefits only if both items of the pair are worn. For example, a character wearing a *boot of striding and springing* on one foot and a *boot of elvenkind* on the other foot gains no benefit from either item.

SIZING, SHAPING, AND FORMS

Often times armors are made to fit a particular shaped individual or creature, and don't adjust. For example, armor made by the Drow might fit elves only. Dwarves might make items usable only by dwarf-sized and dwarf-shaped characters. When a nonhumanoid tries to wear an item, the item may or may not function as intended. A ring placed on a tentacle might work, but a yuan-ti with a snakelike tail instead of legs can't wear boots.

As a DM, use your best judgement, but generally magic items do not change their shape to fit their wearer. Magic

has the capability to alter the space between atoms, thus altering size, as long as the size/shape doesn't stretch or shrink the armor why what would be even impossible through magically altered physics (e.g. no transforming a medium sized armor into gargantuan size), but armor made to fit a dwarf's frame, much less a dire wolf's, couldn't possibly fit a human, even if its size increases. Remember, normal magical items (+1, +2, and +3 versions) are Dweomercrafted, and therefore adhere to all other rules of crafting. However, general magical items that require attunement, such as *Armor of Invulnerability*, sentient items, artifacts, etc., change both size and shape, after completing attunement, due to the immense power that created them. These items, if discovered, would theoretically be able to be both worn, and utilized through shapeshifting, such as a Druid's *Wild Shape*, again as long as the size/shape doesn't stretch or shrink the armor by what would be impossible, even with magically altered physics.

DRUID WILD SHAPESHIFTING

Applies to all shapeshifting.

If you have armor commissioned to fit a dire wolf, for example, it is the same (with the 20% bump for a large creature) as having any other piece commissioned. Many armor crafters that make barding for horses would easily know how to do this. So, when a druid transforms, if they can get their party members to don this armor for them (with time requirements in the *Player's Hand Book*), they gain all the armor's benefits. However, they must solve the problem of lugging around the wild shape's armor wherever they go... But that is an in-game problem to be solved.

As for non-armor magic items, if their size can be altered to fit onto your form, e.g. a cloak that increases your wisdom, it will be altered to fit your form. You gain the benefits of the item, with the exceptions below, (and DM's always reserve the right to ban the use of a particular item if they feel it is too over powered). Encourage players to discuss with the DM if individual items fit onto wild shape forms. However, it is important to note again that this process of resizing/reshaping happens over the course of the hour-long attunement process, which means having to re-attune magic items after wildshaping, if necessary.

Your Strength, Dexterity, Constitution, AC, and initiative of your form will remain, regardless of any enhancement a magical item provides. Of course, if the armor is shaped to fit you, or a magic armor is attuned to you, you gain it's benefits to any and all stats. Unless you can use spells in wild shape, any magic item that grants the use of spells will be uncastable while in wild shape. This includes the use of scrolls, potions, poisons, herbal mixtures, etc.

Your form gains benefits from dragon hide and seraph skin armors (see their entries in my *Treasure Expanded*

document) worn in normal form, and changes the very nature of your skin while in a wild shape (dragon-like or wispy). Their quazi-magical properties permeate your shape, interfering with the Druid's magic. After all, that creature was skinned, tanned, and fashioned and it probably wasn't killed through natural causes. As a druid, this is slightly cognitively dissonant. This physical change is merely a flavored change to the skin as its low-magic permeates into your wild shape. You do retain the benefits, such as the resistance to element of the scales of the type of dragon your armor comes from, but without any AC bumps. For Seraph skin, dragonhide (and others), the flavor change to your wild shape's skin is automatic and uncontrollable.

Furthermore, if your DM allows, any similar ability for general magic armors would theoretically also transfer to your wild shape, such as semi-magical benefits (as with dragonhide) or fully magical benefits of melded druid armor carries over to the wild shape, but not the stats or stat increases as described above.

MAGIC ITEM RESILIENCE

Most magic items are objects of extraordinary artisanship. Thanks to a combination of careful crafting and magical reinforcement, a magic item is at least as durable as a nonmagical item of its kind. Most magic items, other than potions and scrolls, have resistance to all damage. Artifacts are practically indestructible, requiring extraordinary measures to destroy. One of the easiest ways to spot a magic item in a pile of other items is if the item is without blemish, rust, or decay.

MATERIALS USED CONSTRUCTING MAGICAL ITEMS

Magic items meant to be worn have copper, silver, gold, or platinum gilded, etched, or stitched into the other materials in order to retain the conductive magical power. Platinum is a rare metal that seems to have conductive magical properties, but no one can figure out an alloy that seems to work for crafting purposes. Platinum's inflated price is due to the high demand nobles place on hoarding the metal for when its true value is discovered.

DWEOMERCRAFT

Any mundane weapon or armor, even those made of the new materials above, can be purchased in a +1 or a +2 version from a type of artisan known as a Dweomercrafter. These types of crafters are usually quite rare, and their gift is something to marvel and behold. The materials, mana crystals, of the size required to craft +3 versions have not yet been found, but theoretically they should exist. We

know this because +3 versions of these items are found in treasure hordes.

NOTE: For the purposes of these formulas, value refers to either the final value of an item due to using above materials and enhancements other than standard PHB weapons and armor, or the original value of the PHB item.

Formulas for Value:

- ◆ +1 weapon = value + 950.
- ◆ +1 shield = value + 1,450.
- ◆ +1 armor = value + 4,450.
- ◆ +2 weapon = value + 4,950.
- ◆ +2 shield = value + 5,950.
- ◆ +2 armor = value + 29,950.
- ◆ +3 weapon = value + 34,950.
- ◆ +3 shield = value + 39,950.
- ◆ +3 armor = value + 84,950.

Any found or crafted item above can also be transformed using Dweomercraft into a magical item if it is not already.

The TOTAL cost is equal to:

- ◆ +1 weapon = 950. Plus, a tip.
- ◆ +1 shield = 1,450. Plus, a tip.
- ◆ +1 armor = 4,450. Plus, a tip.
- ◆ +2 weapon = 4,950. Plus, a tip.
- ◆ +2 shield = 5,950. Plus, a tip.
- ◆ +2 armor = 29,950. Plus, a tip.
- ◆ +3 weapon = 34,950. Plus, a tip.
- ◆ +3 shield = 39,950. Plus, a tip.
- ◆ +3 armor = 84,950. Plus, a tip.

THREE IMPORTANT MAGIC ITEMS

Shield, +1, +2, OR +3

Armor (shield), uncommon (+1), rare (+2), or very rare (+3)

While holding this shield, you have a bonus to AC determined by the shield's rarity. This bonus is in addition to the shield's normal bonus to AC.

Weapon, +1, +2, OR +3

Weapon (any), uncommon (+1), rare (+2), or very rare (+3)

You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

Armor, +1, +2, OR +3

Armor (light, medium, or heavy), rare (+1), very rare (+2), or legendary (+3)

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

RARITY OF MAGIC ITEMS

Each magic item has a rarity: common, uncommon, rare, very rare, or legendary. Common magic items, such as a *potion of healing*, are the most plentiful. Some legendary items, such as the *Apparatus of Kwalish*, are unique. The lore assumes that the secrets of creating the most powerful items arose long ago, and were then gradually lost as a result of wars, cataclysms, and mishaps. Even uncommon wondrous items can't be easily created. Thus, many magic items are well-preserved antiquities. Rarity provides a rough measure of an item's power relative to other magic items. Each rarity corresponds to character level, as shown in the Magic Item by Rarity table below. A character doesn't typically find a rare magic item, for example, until around 5th level. That said, rarity doesn't get in the way of this campaign's story. Rarity can also help you gage the sale value for magic items. The DM determines the value of an individual magic item based on its rarity, the role and amount of magic in the world, and other factors such as demand and distance from civilized lands. Suggested values are provided in the Magic Item Rarity table, but the large ranges are indicative of the changes of an item's possible value, even over the time of the campaign. For example, if an item becomes sparse due to a calamity, the value of that item may drastically spike. The value of a consumable item, such as a potion or scroll, is typically half the value of a permanent item of the same rarity.

astronomical. (Endless water for thousands? Uh... broken much?) And what "uncommon" Bag of Holding isn't fought over by every noble and adventurer in the world? Thus, I suggest not using rarity for valuation purposes, at least not any further than the laws of "supply" require. Then, look to the "demand" side and determine pricing, sometimes completely ignoring the pricing table above. I have found that using a guide, such as [Sane-Magic-Item-Prices](#) which takes the usefulness of items into valuation, makes my life as a DM a lot easier.

BUYING AND SELLING MAGIC ITEMS

General magic items (items that are not armor, weapons, shield, scrolls, and potions) are rare enough that they aren't readily available for purchase. Common items, such as a *potion of healing*, can be procured from an alchemist's shop or general store. In many campaigns, doing so is as simple as walking into a shop and selecting the item from a shelf. For many uncommon items, such as other potions, this is also the case, especially those that are on the lower end of the value range. As for rare and above general magic items, the seller might ask for a service, rather than coin, due to the sheer expense of such items. In a large city with an academy of magic or a major temple, buying and selling magic items is generally more possible, but such cities are only in the more civilized territories and nations. Players in worlds that include a large number of adventurers engaged in retrieving ancient magic items, may find that trade in these items is overall much more common. Even so, it remains similar to the market for fine art in the real world, with invitation-only auctions and a tendency to attract thieves.

Selling magic items is only difficult primarily because of the challenge of finding a buyer. Plenty of people might like to have a magic sword, but few of them can afford it. Those who can afford such an item usually have more practical things to spend coin on. As such, the selling of magic items may best be regulated to using your downtime, when you can travel to a capital city or metropolis to unload your magical wares.

Wondrous magic items, even in a high-magic world, are not prevalent enough that adventurers can buy and sell them without some effort. Magic items might be for sale in bazaars in fantastical locations such as Sigil, or even in more ordinary cities that serve as trade hubs or even capital cities. But for the most part, magical items need to be discovered through adventuring. Players can craft their own magic items, from armor, weapons, shields, scrolls, potions, and poisons, by having relevant the tool proficiency and taking accompanying feats.

SELLING MAGIC ITEMS DURING YOUR DOWNTIME

Magic Item by Rarity Table

Rarity	Typical Character Level	Value
Common	1st or higher	50-100 gp
Uncommon	1st or higher	101-500 gp
Rare	5th or higher	501-5,000 gp
Very rare	11th or higher	5,001-50,000 gp
Legendary	17th or higher	50,001+ gp

SIDEBAR: THE INVISIBLE (MAGIC) HAND

I never understood the rarity system of 5e until I started looking at it like this: Rarity is how relative the chances are to find an item in a hoard. This new post-Spellplague edition of D&D greatly reduced the amount of and frequency in gaining magic items than previous editions. It makes sense, in terms of the setting, and in the style D&D was going for in this edition. Instead of keeping a large stable of magic items, a game includes several random items that a campaign may or may not ever get. Which also means you do not need that +1 sword at all, and the books specifically say that the CR system does not take +1 weapons and armors into account. Thus, bounded accuracy is a "thing". So, if you look at rarity in terms of how often you may randomly roll for an item in a pre-Spellplague loot hoard, you can think about how to treat such items after being found. Despite a decanter of endless water being uncommon, its trade value would be

Few people can afford to buy a magic item, and fewer still know how to find one. Adventurers are exceptional in this regard due to the nature of their profession. A character who comes into possession of a common, uncommon, rare, or very rare magic item that he or she wants to sell can spend downtime searching for a buyer. This downtime activity can be performed only in a city or another location where one can find wealthy individuals interested in buying magic items. Traveling to and from such cities requires additional downtime days as needed. Legendary magic items and priceless artifacts can't be sold during downtime; finding someone to buy such an item can be the substance of an adventure or quest. For each salable item, the character makes a DC 20 Intelligence (Investigation) check to find buyers. Another character can use his or her downtime to assist with the search, granting advantage on the checks. On a failed check, no buyer for the item is found after a search that lasts 10 days, which are considered spent on this activity. This check can then be repeated as often as necessary and as long as you have downtime days to spend. On a successful check, a buyer for the item is found after a number of days based on the item's rarity, as shown in the Salable Magic Item Table. A character can attempt to find buyers for multiple magic items at once. Although this requires multiple Intelligence (Investigation) checks, the searches are occurring simultaneously, and the results of multiple failures or successes aren't added together. For example, if the character finds a buyer for a common magic item in 2 days and a buyer for an uncommon item in 5 days, but fails to find a buyer for a rare item up for grabs, the entire search takes 10 days. For each item a character wishes to sell, the player rolls percentile dice and consults the Selling a Magic Item Table, applying a modifier based on the item's rarity, as shown in the Salable Magic Items table. The character also makes a Charisma (Persuasion) check and adds that check's total to the roll; advantage cannot be gained on this check. The subsequent total determines what a buyer offers to pay for the item. The DM usually determines a buyer's identity, either normal, shady, or both (but some DM's can leave it to player choice). Buyers also sometimes procure rare and very rare items through proxies to ensure that their identities remain unknown; these count as shady by proxy. If the buyer is shady, or they are shady by proxy, it's up to the DM whether the sale creates legal complications for the party later.

Salable Magic Items Table

Rarity	Base Price	Days to Find a Buyer	d100 Roll Modifier*
Common	100 gp	1d4	+10
Uncommon	500 gp	1d4+2	+0
Rare	5,000 gp	1d4 +4	-10

Very rare	50,000 gp	1d6 +4	-20
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*Apply this modifier to rolls on the Selling a Magic Item table.

Selling a Magic Item Table

d100+Modifiers	You Find ...
20 or lower	A buyer offering a tenth of the base price
21-40	A buyer offering a quarter of the base price, and a shady buyer offering half the base price
41-80	A buyer offering half the base price, and a shady buyer offering the full base price
81-90	A buyer offering the full base price
91 or higher	A shady buyer offering one and a half times the base price, no questions asked

IDENTIFYING A MAGIC ITEM

Some magic items are indistinguishable from their nonmagical counterparts, whereas other magic items display their magical nature conspicuously. Whatever a magic item's appearance, handling the item is enough to give a character a sense that something is extraordinary about it. Discovering a magic item's properties isn't automatic, however.

At the DM's discretion (especially frequent in high-magic worlds), general magic items have a greater mystique and, as such, full identification requires the *identify* spell with physical contact, experimentation with physical contact, or sometimes even both to reveal what a magic item does. With the *identify* spell, the character learns the item's properties, as well as how to use them. Potions are an exception; a little taste is enough to tell the taster what the potion does. Also, a successful Intelligence (Arcana) check is often all that is needed to discern what a particular common or uncommon magical item is, the knowledge of a certain type of magic items being much like knowing different breeds of horses to a horse breeder.

For rarer pieces, sometimes a magic item carries a clue to its properties. The command word to activate a ring might be etched in tiny letters inside it, or a feathered design might suggest that it's a *ring of feather falling*. Wearing or experimenting with an item can also offer hints about its properties. For example, if a character puts on a *ring of jumping*, the DM could say, "Your steps feel strangely springy". Perhaps the character then jumps up and down to see what happens. The DM then says something like, "You jump unexpectedly high".

Many ancient Dweomercrafted items, and most artifacts, contain superior properties that need to be activated prior

to use (see below). Determining clues to a magical item's superior properties requires an Intelligence (Investigation) check, with either domain specific knowledge or general proficiency.

ATTUNEMENT

Some magic items require a creature to form a bond with them before their magical properties can be used. This bond is called attunement, and certain items have a prerequisite for it. If the prerequisite is a class, a creature must be a member of that class to attune to the item. (If the class is a spellcasting class, a monster qualifies if that monster has spell slots and uses that class's spell list.) Without becoming attuned to an item that requires attunement, a creature gains only its non-magical benefits, unless its description states otherwise. For example, a magic shield that requires attunement provides the benefits of a normal shield to a creature not attuned to it, but none of its magical properties. Attuning to an item requires a creature to spend a short rest focused on only that item while being in physical contact with it. This focus can take the form of weapon practice (for a weapon), meditation (for a wondrous item), or some other appropriate activity. If the short rest is interrupted, the attunement attempt fails. Otherwise, at the end of the short rest, the creature gains an intuitive understanding of how to activate any magical properties of the item, including any necessary command words, except for any superior properties, if it has any (see below).

An item can be attuned to only one creature at a time and a creature can be attuned to no more than a number of magic items equal to their proficiency bonus at a time. Any attempt to attune to an additional item above this number fails; the creature must previously end its attunement to one item first. Additionally, a creature can't attune to more than one copy of an item. For example, a creature can't attune to more than one *ring of protection* at a time. A creature's attunement to an item ends if the creature no longer satisfies the prerequisites for attunement, the item has been more than 100 feet away in the material plane for at least 24 hours, if the creature dies, or if another creature attunes to the item. A creature can also voluntarily end attunement by spending another short rest focused the item, unless the item is cursed.

Cursed Items

Some magic items bear curses that bedevil their users sometimes long after a user has stopped using an item. A magic item's description specifies whether the item is cursed. Most methods of identifying items, such as those involving experimentation or even including the *identify* spell, fail to reveal such a curse, although one might hint at it. A curse should be a surprise to the item's user when

the curse's effects are revealed. Attunement to a cursed item can't be ended voluntarily unless the curse is broken first, such as with the *remove curse* spell. There are a plethora of cursed items floating around the world. Many are actually sought after, since they break the laws of the magical world. A curse that gives +2 to Intelligence and -2 to Strength can send Intelligence above the natural 20 ceiling, and any side effects such as a lingering joint pain, is sometimes worth it to the right buyer. Finding buyers for cursed magical items is only possible in areas where law and order are sparse, and you gain a modifier on the Selling a Magic Item Table (above) equal to your Charisma (Deception) bonus; the buyer result is always a shady character and may result in even more complications, especially depending on the curse.

ACTIVATING A MAGIC ITEM

Activating some magic items requires a user to do something special, such as holding the item and uttering a command word. The description of each item category or individual item details how an item is activated. Certain items use one or more of the following rules for their activation. If an item requires an action to activate, that action isn't a function of the Use an Item action, so a feature such as the rogue's Fast Hands can't be used to activate the item.

Command Word

A command word is a word or phrase that must be spoken for an item to work. A magic item that requires a command word can't be activated in an area where sound is prevented, as in the area of the *silence* spell.

Consumables

Some items are used up when they are activated. A potion or an elixir must be swallowed, or an oil applied to the body. The writing vanishes from a scroll when it is read. Once used, a consumable item loses its magic. It does leave behind the mundane items used to contain the consumable, such as a potion's glass bottle or the spell scroll's case.

Imbued Spells

Some magic items allow the user to cast a spell from the item. The spell is cast at the lowest possible spell level, doesn't expend any of the user's spell slots, and requires no components, unless the item's description says otherwise. The spell uses its normal casting time, range, and duration, and the user of the item must concentrate if the spell requires concentration. Many items, such as potions, bypass the casting of a spell and confer the spell's effects, with their usual duration. Certain items make exceptions to these rules, changing the casting time, duration, or other

parts of a spell. Typically, if an item with an imbued spell enhances the spell's features (e.g. a longer duration), the price is inflated, and if it is a weaker version of the same spell, the price is deflated. Some magic items have fixed values and some magic items, such as certain staffs, may require you to use your own spellcasting ability when you cast a spell from the item. If you have more than one spellcasting ability, you choose which one to use with the item. If you don't have a spellcasting ability – perhaps you're a rogue with the Use Magic Device feature – your spellcasting ability modifier is +0 for the item, and your proficiency bonus does apply.

Charges

Some magic items have charges that must be expended to activate their properties. The number of charges an item has remaining is revealed when an *identify* spell is cast on it, as well as when a creature attunes to it. Additionally, when an item regains charges, the creature attuned to it learns how many charges it regained. For example, a typical imbued ring or atypical wand has expendable charges. Most wands, on the other hand, are a limited resource and incapable of regaining charges. The base number of charges in such a wand is greatly increased, to a maximum of 25 charges. These charges are never regained once they're expended. The process to imbue wands in this manner requires a catalyzed mana crystal core (base price = wand + mana crystal); the mana crystal is forever altered when catalyzed to hold imbued spells. Unless such a wand is depleted to zero charges, it can be re-filled by chaining the wand in one hand and a mana crystal (see items below) in the other and touching the two together. You can transfer a spell slot equal to twice the spell slot of the wand's spell into the wand and the mana crystal needs to be of that spell slot. For example, a wand with the 1st level *Magic Missile* spell requires a 2nd level spell slot to be expended and a 2nd level mana crystal to chain. As such, wands with 5th, or higher, level spells cannot be re-filled at all. A wand of this type is equal in cost to (base price + (# of charges x spellcasting services total). This can only be done during the twilight hours of the morning (i.e. after a long rest), where charges would have otherwise refilled.

SUPERIOR PROPERTIES

As previously mentioned, ancient Dweomercrafted items, sentient items, artifacts, etc., often have superior properties that need to be awakened in order for them to be activated. Each of these items have a different awakening requirement. For example, a *Sentinel Shortsword +1 of Goblin Bane* may need to simply be in the presence of Goblinoids to awaken and activate its Sentinel feature. However, if the same sword is actually a *Sentinel Shortsword +1 of Superior Goblin Bane*, it may need to spill blood of a Goblinoid

before you discover its superior property, in this case most likely a +1 to attack and damage rolls against goblinoids. Unless you come 120ft of a goblinoid or use the *identify* spell, you'd never know its special Sentinel and Goblin Bane features. However, even with the *identify* spell, literally the only way to discover the superior property is to actually spill Goblin blood (i.e. through experimentation). Unlike some other magical items, you can equip multiples of magical items with superior properties, as long as it does not require attunement. Once you awaken and activate the item, it is forever awakened for you, but only for you. If you pass the item off to another, either gift or sale, that person must awaken the item for themselves before it becomes activated. Thus, the sale price of such items are no more than a standard *Shortsword +1* because you can never prove the sword is anything more than what it appears. However, sometimes adventurers are willing to sell such items for a markup, and although it may be a scam, it may also be true.

SPECIAL MAGIC ITEM FEATURES

(DMG pgs. 141-3)

Many ancient Dweomercrafted magic items have added distinctiveness, complete with backstory. If you pull an ancient magic item out of a dungeon, chances are it has special magic features. Discovering clues to these features often requires an Intelligence (Investigation) check followed by questions such as: Who made the item? Is anything unusual about its construction? Why was it made, and how was it originally used? What minor magical quirks set it apart from other items of its kind? Learning the answers to these questions can help turn this otherwise generic magic item into a more flavorful discovery. These answers may often provide clues to any superior properties as well.

Mana System (Spell Points)

Using a mana system is literally just the spell points system contained in the *Dungeon Master's Guide* on page 288-9. However, the spell points are multiplied by 10. (So, instead of 2 spell points, it is 20 mana.) This allows for more abilities and feats, such as slow regeneration, incremental bonuses, and other features.

More Magical Items

POTION OF MANA

Potion, rarity varies

You regain mana / spell points when you drink this potion. The amount of mana depends on the potion's rarity, as shown in the Potions of Mana table. Whatever its potency, the potion's blue liquid glimmers when agitated.

Potions of Mana

Potion of...	Rarity	Mana Regained*
Mana	Common	(1d4 + 2) x 10
Greater Mana	Uncommon	(1d4 + 8) x 10
Superior Mana	Rare	(2d4 + 16) x 10
Supreme Mana	Very Rare	(2d4 + 30) x 10
Ultimate Mana	Legendary	(3d4 + 50) x 10

* If using spell points, do not multiply by 10, just use amounts in parenthesis.

MANA CRYSTAL

Wondrous item, rarity varies

Appearing as a shimmering, translucent pale blue inside-out geode crystal, these objects provide a unique benefit to mana users. Each mana crystal has a certain rating, based on its size and clarity. Its rating is based on the amount of mana it can hold, always equivalent to a spell level. Once the mana is consumed, the mana crystal shrinks, and it can be refilled only by expending a spell slot one level below its previous one; the value of the crystal also changes to its new rating. Left alone, it keeps the mana inside it for about one hundred years before dissipating. Pulling mana out of a mana crystal or refilling one requires an action.

Mana Crystals

Spell Level	Rarity	Value
1 st	Uncommon	400 gp
2 nd	Uncommon	720 gp
3 rd	Rare	1,800 gp
4 th	Rare	2,520 gp
5 th	Rare	3,840 gp
6 th	Very Rare	6,400 gp
7 th	Very Rare	15,360 gp
8 th	Legendary	30,720 gp
9 th	Legendary	61,440 gp

LUMEN CRYSTAL

Wondrous item, rarity varies

Once a living organism, now long dead (like coral), their husks are an organic phosphorescent mineral crystal. Without additional light that shines on these crystals, they glow for thousands of years in the dark. Upon opening a luminous mine, the dazzling array of prismatic color blinds and awes the discoverer. Once harvested from a luminous mine, these crystals lose their potency, but if a *light* cantrip is cast on the crystal, it retains it for a tenday. The rarity and value of these crystals is dependent on its size, which also determines its own light output, which is always separate from the original *light* cantrip. The crystals are shaped like this, but the shards must be broken from its base, not cut, and cannot be polished or cut in any way after. Although they are somewhat common, especially at smaller sizes, the availability of other light sources and the



need of someone to cast a *light* spell makes them somewhat of a novelty.

Lumen Crystals

Size	Rarity	Value	Light Output
Mini-Shard	Very Common	1 cp	Dim 5ft
3*0.5*0.5	Common	3 sp	Bright 5ft, Dim 5ft
6*1*1	Uncommon	4 gp	Bright 15ft, Dim 25ft
12*2*2	Rare	100 gp	Bright 30ft, Dim 30ft
14*3*3	Very Rare	400 gp	Bright 50ft, Dim 35ft
16*4*4	Legendary	1,750 gp	Bright 80ft, Dim 40ft

SPELL SCROLL

Scroll, rarity varies

A *spell scroll* bears the words of a single spell, written in a mystical cipher. You can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

In addition, if the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + spell's level. On a failed check, the spell disappears from the scroll with no other effect.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus, as well as the scroll's rarity, as shown in the Spell Scroll table.

Spell Scroll Table (Trade Value Only)

Spell Level	Rarity	Value	Save DC	Attack Bonus
Cantrip	Common	30 gp	13	+5
1 st	Common	60 gp	13	+5
2 nd	Common	400 gp	14	+6
3 rd	Uncommon	750 gp	15	+7
4 th	Uncommon	3,000 gp	16	+8
5 th	Rare	7,000 gp	17	+9
6 th	Rare	20,000 gp	17	+9
7 th	Very Rare	32,500 gp	18	+10
8 th	Very Rare	60,000 gp	18	+10
9 th	Legendary	150,000 gp	19	+11

A wizard spell on a *spell scroll* can be copied just as spells in spellbooks can be copied. When a spell is copied from a *spell scroll*, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the *spell scroll* is destroyed.

Scroll Mishaps

A creature who tries to cast a spell from a *spell scroll* not on one of their class's spell lists must make a DC 10 Intelligence saving throw. If the saving throw fails, they fail

to cast the spell and must roll on the Scroll Mishap table below.

A creature without the ability to cast any spell who tries to cast a spell from a *spell scroll* must make a DC 15 Intelligence saving throw. If the saving throw fails, they fail to cast the spell and must roll on the Scroll Mishap table below.

Scroll Mishap Table

d6	Result
1	A surge of magical energy deals the caster 1d6 force damage per level of the spell.
2	The spell affects the caster or an ally (determined randomly) instead of the intended target, or it affects a random target nearby if the caster was the intended target.
3	The spell affects a random location within the spell's range.
4	The spell's effect is contrary to its normal one, but neither harmful nor beneficial. For instance, a <i>fireball</i> might produce an area of harmless cold.
5	The caster suffers a minor but bizarre effect related to the spell. Such effects last only as long as the original spell's duration, or 1d10 minutes for spells that take effect instantaneously. For example, a <i>fireball</i> might cause smoke to billow from the caster's ears for 1d10 minutes.
6	The spell outright fizzles (fails) and the scroll is reduced to a fine, useless dust.

ALCHEMY SOLVENT

Potion, common

A gray goopy substance, unmistakably unnatural, and relatively unpleasant, alchemy solvent is the foundation of most potions. (Think watery thermal paste.) Alone, it is little more than a suspension of materials that couldn't normally coalesce. Once magical enchantment is applied, however, it gels into a binding agent that dilutes and suspends magical effects into a state of permanent stasis. Combined with herbal mixtures, it forms magically enhanced effects. Combined with other ingredients – say a sliver of fingernail from a giant – the effects can be impressively wild. And of course, if a specific spell is applied to the solvent, along with relevant material components, it can suspend that spell in bottled form. The secret about just how to make the solvent is carefully guarded among alchemists, but its sale to whoever wants it is a flourishing and lucrative business, since the price can be so tightly controlled. Despite the relative availability of common potions, the alchemist's guild's monopoly control over this substance causes the prices of even the most common magical potions to remain high. More alchemy

solvent is required for stronger potions (and magical poisons), as indicated on the Solvent Prices table.

Solvent Prices Table

Potion Rarity	Solvent Price
Common	10 gp
Uncommon	50 gp
Rare	500 gp
Very rare	5,000 gp

Spellcasting Services

A Commodity Like Any Other

In magical worlds, especially high-magic worlds, many people can cast basic magic spells, especially wizard spells. It is not uncommon for spellcasters to sell cheap cantrips around town, especially lighting lumen crystals or igniting town fires for holidays and funerals. The charisma-based magics are not as plentiful sure, but more are capable of casting the lesser spells than even the wizard spells. Less common are spells of wisdom-based casters, however, and a *guidance* spell cast before a job interview can fetch a fair price. This being said, finding someone capable of casting spells above the 3rd level and not already intending to use their mana is quite rare, and finding someone to cast spells above the 6th level is highly improbable. Nevertheless, almost everything has a price, and some unofficial standards exist to make the process a little smoother. The cost also factors in a standard “tip” to compensate for the caster's time requirements, but if the spell is a particularly complicated one – such as one with a hard to source material component – an extra tip may be most welcomed, but not standardly necessary.

Availability

As previously mentioned, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells.

It is important to note that the equation below does not imply that you can buy any spell. Or more importantly, a specific spell at that price. Rather, you can buy specific spells to be cast, and when you can buy them, the equation below can be reliably used. For example, there is no logical world in which you can buy a casting of *wish* for 810 gp. The DM has the final say in what a casting of a spell costs.

Spell Costs

The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his or her convenience (generally at least 24 hours later, so that the spellcaster has time to prepare the spell in question). If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no.

The cost for a spell given in the table below is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of that component to the cost of the spell.

If the spell has a focus, add 1/10 the cost of that focus to the cost of the spell. If the spell has an XP cost, add 50 gp per XP lost.

Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

In campaigns that are low magic, consider doubling or tripling the cost, and in high magic settings half the costs of spells.

Formula for Cost

"The pricing equation below is derived from the Adventurer's League guides published by Wizards of the Coast. The equation was derived by the player-base because it accurately matches every cited "Cost to have this spell cast" entry in the Guides. To my knowledge, there are no exceptions. Every listed spell can have its cost computed with this equation. Which, given the sample size, means the equation is most likely right." -[Source](#)

$$\begin{aligned} & ((\text{SpellLevel})^2 \times 10) \\ & + (\text{ConsumedMaterials} \times 2) \\ & + (\text{NonConsumedMaterials} \times 0.1) \\ & = \text{Spell Service Cost} \end{aligned}$$

or

Spell Service Cost = Square of the spell level, then multiplied by 10, add double of the consumed material cost, add 10% of nonconsumed material cost.

Basic Spellcasting Services Cost

Spell Level	Standard Value*
Cantrip	4 gp
1 st	10 gp
2 nd	40 gp
3 rd	90 gp
4 th	160 gp
5 th	250 gp
6 th	360 gp

7 th	490 gp
8 th	640 gp
9 th	810 gp

* You can expect to pay about 10% more for wisdom-based, non-wizard spells.

Trade Goods

Cost Goods

1 cp	1 lb. of wheat
2 cp	1 lb. of flour or one chicken
5 cp	1 lb. of salt or 1 sq. yd. of waxed sheep skin
1 sp	1 lb. of iron, wood, or tanned leather or 1 sq. yd. of canvas
2 sp	1 bundle of herbs (generic flora)
5 sp	1 lb. of copper or 1 sq. yd. of cotton cloth
1 gp	1 lb. of ginger or one goat
2 gp	1 lb. of cinnamon or pepper, or one sheep
"	1 lb. of steel, yew wood, or tanned exotic leather
3 gp	1 lb. of cloves or one pig
4 gp	1 lb. of verdant wood, 1 lb. or mithral
5 gp	1 lb. of silver, or 1 sq. yd. of linen
"	1 lb. of cold-iron, ebonwood, or lycanhide; or 2 lbs. of adamantine
8 gp	1 sq. yd. of dragon's hide or 1 lb. of dragon's scales
10 gp	1 sq. yd. of silk or one cow
"	1 lb. of obsidian
15 gp	1 lb. of saffron or one ox
30 gp	1 lb. of viridium
50 gp	1 lb. of gold
100 gp	1 lb. of meteor metal or 1 sq. yd. of seraph skin; or 2 lbs. of sylvarii wood
500 gp	1 lb. of platinum

Shameless Self-Promotion

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TO DO

NEW MAGIC ITEM TABLES

HERBALISM

ALCHEMY

Change Log

- v003 **Major Update** for *Xanthar's Guide to Everything*. Changed scroll costs and spellcasting services pricing. Added new rules for magic item crafting. Added a bunch of other things. Total redesign for viridium and meteor metal. Completely overhauled pricing. Changed the mastercraft system, due to bounded accuracy issues I didn't know about. Thanks to [The Comprehensive Equipment Manual!](#)
- v002 Updated all pricing. Used the excellent [Sane-Magic-Item-Prices](#) as a loose guide. Some of the formulas are easier.
- v001 Initial release. Yay!